The Perfect Wizard Script v1.0.2 *by Some Guy*

Djinn

TOWNSFOLK



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Alchemist
You have a not-in-play Minion ability.



Tea Lady
If both your alive neighbours are good, they can't die.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Snitch
Minions start knowing 3 not-in-play characters.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Snitch
7. Sailor
8. Lil' Monsta
9. Godfather
10. Devil's Advocate
11. Investigator
12. Fortune Teller
13. Grandmother
14. General
15. Dawn

FABLED, JINXES & LORIC

Alchemist & Boffin

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

Riot & Grandmother

If Riot is in play and the Grandchild dies by execution, evil wins.

Riot & Innkeeper

If Riot nominates and executes an Innkeeper-protected player, good wins.

Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

FABLED

Djinn

Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Sailor
4. Innkeeper
5. Devil's Advocate
6. Shabaloth
7. Po
8. Lil' Monsta
9. Godfather
10. Gossip
11. Professor
12. Moonchild
13. Grandmother
14. Fortune Teller
15. General
16. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 D **Dusk**
Start the Night Phase.

2 M **Minion Info**
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Poppy Grower**
Do not inform the Demon/Minions who each other are

6  **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

7  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

8  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

9  **Godfather**
Show each of the Outsider tokens in play.

10  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

11  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

12  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

13  **Grandmother**
Show the marked character token. Point to the marked player.

14  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

15 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3  **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

4  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

5  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

6  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

7  **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

8  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

9  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

10  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

11  **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

12  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

13  **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

14  **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

15  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

16 **Dawn**
Wait for a few seconds. End the Night Phase.